IN THE CLAIMS:

Pending claims follow.

1. (Original) A graphics system including a scene manager, geometric processor means, renderer means, hierarchical depth buffer means, and a far clipping plane, said system comprising means for updating said far clipping plane based on the farthest depth value in said hierarchical depth buffer means.

2. (Original) A graphics system, comprising:
a geometric processor;
a hierarchical depth buffer;
a renderer; and
a far clipping plane that is capable of being updated substantially based on a farthest depth value.

3. (Original) The graphics system of claim 2, and further comprising a scene manager.

4. (Original) The graphics system of claim 2, wherein the farthest depth value is in the hierarchical depth buffer.

5. (Original) The graphics system of claim 2, wherein the hierarchical depth buffer is in communication with a culling stage.

6. (Original) The graphics system of claim 5, wherein the culling stage is coupled between the geometric processor and the renderer.

7. (Original) The graphics system of claim 2, wherein the far clipping plane is updated based on the farthest depth value.

8. (Original) A method for graphics processing, comprising:
transforming geometry utilizing a geometric processor;
performing a culling operation utilizing a hierarchical depth buffer;
rendering utilizing a renderer; and

updating a far clipping plane as a function of a farthest depth value.

9. (Original) The method of claim 8, wherein a scene manager is in communication with the geometric processor.

10. (Original) The method of claim 8, wherein the farthest depth value is in the hierarchical depth buffer.

11. (Original) The method of claim 8, wherein the hierarchical depth buffer is in communication with a culling stage.

12. (Original) The method of claim 11, wherein the culling stage is coupled between the geometric processor and the renderer.

13. (Original) A computer program product for graphics processing, comprising:
computer code for transforming geometry;
computer code for performing a culling operation utilizing a hierarchical depth buffer;
computer code for rendering; and
computer code for updating a far clipping plane as a function of a farthest depth value.

14. (Original) The computer program product of claim 13, and further comprising computer code for managing a scene.

15. (Original) The computer program product of claim 13, wherein the farthest depth value is in the hierarchical depth buffer.